Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended):   A gaming device comprising:

a plurality of component symbols;

a plurality of prediction symbols;

a at least one display device; and

at least one input device;

a at least one processor; and configured to operate with said display device, for each play of a game, to:

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device, for each play of a game, to:

(a)   select one of said a plurality of component symbols;

(b)   designate one of said a plurality of prediction symbols;

(c)   display said designated prediction symbol to a player;

(d)   change a first modifier based on said displayed prediction symbol;

(e)   change a second, separate modifier if said prediction symbol matches said selected component symbol;

(f)   if said prediction symbol does not match said selected component symbol:

(i)   form at least two symbol sets based on said prediction symbol, wherein one of said symbols sets includes the selected component symbol;

(ii)   enable the player to input a prediction of which formed symbol set includes the selected component symbol;

(iii)   display the selected component symbol to the player; and

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(iv)   change a third, separate modifier if the player correctly picked which symbol set includes the selected component symbol;

(g)   repeat steps (a) to (f) until each of said component symbols is displayed, wherein for each change of said first modifier, said first modifier is changed regardless of whether said prediction symbol matches said selected component symbol and regardless of whether the player correctly picked which symbol set includes the selected component symbol; and

(h)   cause an award to be provided to the player, said award based on said first modifier, said second modifier and said third modifier.

Claim 2 (original):   The gaming device of Claim 1, wherein at least one of said prediction symbols matches said selected component symbol.

Claim 3 (original):   The gaming device of Claim 1, wherein said component symbols are numbers from a range of numbers.

Claim 4 (original):   The gaming device of Claim 1, wherein said plurality of component symbols form a target symbol.

Claim 5 (original):   The gaming device of Claim 1, wherein said first modifier is increased based on said displayed prediction symbol.

Claim 6 (original):   The gaming device of Claim 1, wherein said second modifier is increased if said prediction symbol matches said selected component symbol.

Claim 7 (original):   The gaming device of Claim 1, wherein said third modifier is increased if the player correctly picks which symbol set includes the selected component symbol.

Claim 8 (currently amended):   A gaming device comprising:

a primary wagering game operable upon a wager by a player;

a plurality of component symbols;

a plurality of prediction symbols; and

a triggering event associated with said primary wagering game, wherein after each occurrence of said triggering event:

      (a)   one of said component symbols is selected;

      (b)   one of said plurality of prediction symbols is designated;

      (c)   said designated prediction symbol is displayed to the player;

      (d)   a first modifier is changed based on said displayed prediction symbol;

      (e)   a second, separate modifier is changed if said prediction symbol matches said selected component symbol;

      (f)   if said prediction symbol does not match said selected component symbol:

           (i)   at least two symbol sets are formed based on said prediction symbol, wherein one of said symbols sets includes the selected component symbol;

           (ii)   the player is enabled to input a prediction of which formed symbol set includes the selected component symbol;

           (iii)   the selected component symbol is displayed to the player; and

           (iv)   a third, separate modifier is changed if the player correctly picked the symbol set which includes the selected component symbol;

      (g)   steps (a) to (f) are repeated until each component symbol is displayed, wherein for each change of said first modifier, said first modifier is changed regardless of whether said prediction symbol matches said selected component symbol and regardless of whether the player correctly picked which symbol set includes the selected component symbol; and

      (h)   an award based on said first modifier, said second modifier and said third modifier is provided to the player.

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Claim 9 (original): The gaming device of Claim 8, wherein at least one of said prediction symbols matches said selected component symbol.

Claim 10 (original): The gaming device of Claim 8, wherein said component symbols are numbers from a range of numbers.

Claim 11 (original): The gaming device of Claim 8, wherein said plurality of component symbols form a target symbol.

Claim 12 (original): The gaming device of Claim 8, wherein said first modifier is increased based on said displayed prediction symbol.

Claim 13 (original): The gaming device of Claim 8, wherein said second modifier is increased if said prediction symbol matches said selected component symbol.

Claim 14 (original): The gaming device of Claim 8, wherein said third modifier is increased if the player correctly picks which symbol set includes the selected component symbol.

Claim 15 (withdrawn):   A gaming device comprising:

a plurality of numbers, wherein each of said numbers is from a range of numbers;

a target number formed from a plurality of component numbers, wherein each component number is one of said plurality of numbers;

a prediction number modifier;

a match modifier;

a correct prediction modifier;

a display device; and

a processor operable with said display device to:

(a) determine said target number,

(b) select one of said component numbers of said determined target number,

(c) designate one of said plurality of numbers as a prediction number,

(d) display said designated prediction number to a player,

(e) change said prediction number modifier based on said displayed prediction number,

(f) change said match modifier if said prediction number matches said selected component number,

(g) if said prediction number does not match said selected component number:

(i) form at least two number sets based on said prediction number, wherein one of said number sets includes the selected component number,

(ii) enable the player to input a prediction of which formed number set includes the selected component number,

(iii) display the selected component number, and

(iv) change said correct prediction modifier if the player correctly predicts the formed number set that includes the selected component number,

(h) repeat steps (a) to (g) until each component number is displayed; and

(i) provide the player an award based on said prediction number modifier, said match modifier and said correct prediction modifier.

Claim 16 (withdrawn): The gaming device of Claim 15, wherein said processor is operable to increase said prediction number modifier based on said displayed prediction number.

Claim 17 (withdrawn): The gaming device of Claim 15, wherein said processor is operable to increase said match modifier if said prediction number matches said selected component number.

Claim 18 (withdrawn): The gaming device of Claim 15, wherein said processor is operable to increase said correct prediction modifier if the player correctly predicts the formed number set including the selected component number.

Claim 19 (withdrawn): The gaming device of Claim 15, wherein said processor is operable to initially display at least one of said component numbers of said determined target number.

Claim 20 (currently amended):   A gaming device comprising:

~~a plurality of symbols;~~

~~a plurality of component symbols, wherein each component symbol is one of said plurality of symbols;~~

~~a plurality of symbol sets, wherein each symbol set includes zero, one or a plurality of said symbols;~~

~~a plurality of different modifiers;~~

~~a~~ at least one display device; ~~and~~

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device, for each play of a game, to

~~a processor configured to operate with said display device, for each play of a game, to~~

randomly select ~~at least one of said~~ a plurality of component symbols from a plurality of symbols, and for each selected component symbol to:

(a)   designate one of said plurality of symbols as a prediction symbol;

(b)   display said designated prediction symbol to a player;

(c)   cause an award to be provided to the player, said award based on said selected component symbol and one of ~~the~~ a plurality of different modifiers if said prediction symbol matches said selected component symbol, wherein each time said prediction symbol matches said selected component symbol the award is based on a different one of said modifiers; and

(d)   if said prediction symbol does not match said selected component symbol:

(i)   form at least two ~~of said~~ symbol sets based on said prediction symbol, wherein one of said symbol sets includes the selected component symbol and each of said symbol sets include zero, one or a plurality of said symbols;

(ii)   display the symbols from the symbol set including the selected component symbol;

(iii)   enable the player to try to pick the selected component symbol by picking one of the displayed symbols;

(iv)   display the selected component symbol to the player; and

(v)   cause said award to be provided to the player if the player correctly picked the selected component symbol.

Claim 21 (original): The gaming device of Claim 20, wherein at least one of said prediction symbols matches said selected component symbol.

Claim 22 (original): The gaming device of Claim 20, wherein said symbols are numbers from a range of numbers.

Claim 23 (original): The gaming device of Claim 20, wherein said plurality of component symbols form a target symbol.

Claim 24 (previously presented): The gaming device of Claim 23, wherein said processor is operable to initially display at least one of said component symbols of said determined target symbol.

Claim 25 (previously presented): A gaming device comprising:

a primary game operable upon a wager by a player;

a plurality of symbols;

a plurality of component symbols, wherein each component symbol is one of said plurality of symbols;

a plurality of symbol sets, wherein each symbol set includes zero, one or a plurality of said symbols;

a plurality of different modifiers;

a triggering event associated with said primary game, wherein after each occurrence of said triggering event at least one of said component symbols is randomly selected and for each selected component symbol:

(a) one of said plurality of symbols is designated as a prediction symbol;

(b) said designated prediction symbol is displayed to the player;

(c) an award based on said selected component symbol and one of the modifiers is provided to the player if said prediction symbol matches said selected component symbol, wherein each time said prediction symbol matches said selected component symbol the award is based on a different one of said modifiers; and

(d) if said prediction symbol does not match said selected component symbol:

(i) at least two of said symbol sets are formed based on said prediction symbol, wherein one of said symbols sets includes the selected component symbol;

(ii) the symbols from the symbol set including the selected component symbol are displayed;

(iii) the player is enabled to try to pick the selected component symbol by picking one of the displayed symbols;

(iv) the selected component symbol is displayed to the player; and

       (v)   said award is provided to the player if the player correctly picked the selected component symbol.

Claim 26 (original): The gaming device of Claim 24, wherein at least one of said prediction symbols matches said selected component symbol.

Claim 27 (currently amended):   A gaming device comprising:

~~a plurality of numbers, wherein each of said numbers is from a range of numbers;~~

~~a plurality of number sets, wherein each number set includes zero, one or a plurality of said numbers;~~

~~a plurality of modifiers;~~

~~a~~ at least one display device; ~~and~~

at least one input device;

at least one processor; and

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device, for each play of a game, to:

(a)   ~~a processor configured to operate with said display device, for each play of the game, to~~ determine ~~said~~ a target number, said ~~a~~ target number formed from a plurality of component numbers, wherein each component number is one of ~~said~~ a plurality of numbers from a range of numbers; ~~to~~ and

(b)   randomly select at least one of said component numbers of said determined target number and for each selected component number to:

(i~~a~~) designate one of said plurality of numbers as a prediction number,

(ii~~b~~) display said designated prediction number to a player,

(iii~~c~~) cause an award to be provided to the player, said award based on said selected component number and one of ~~said~~ a plurality of different modifiers if said prediction number matches said selected component number, wherein a greater one of said modifiers is used for each provided award, and

(iv~~d~~) if said prediction number does not match said selected component number:

(A~~i~~) form one of a plurality of ~~said~~ number sets based on said prediction number, wherein said number set includes zero, one or a plurality of said numbers and said number set includes the selected component number,

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(B~~ii~~) enable the player to pick one of the numbers from the formed number set including the selected component number,

(C~~iii~~) display the selected component number, and

(D~~iv~~) cause said award to be provided to the player if the player correctly picks the selected component number.

Claim 28 (currently amended):   A gaming device comprising:

~~a plurality of component numbers;~~

~~a plurality of prediction numbers;~~

~~a~~ at least one display device; ~~and~~

at least one input device;

~~a~~ at least one processor; and ~~configured to operate with said display device, for~~ ~~each play of a game, to:~~

at least one memory device which stores a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the at least one display device and the at least one input device, for each play of a game, to:

(a)   select one of ~~said~~ a plurality of component numbers;

(b)   designate one of ~~said~~ a plurality of prediction numbers;

(c)   display said designated prediction number to a player;

(d)   change a first modifier based on said displayed prediction number;

(e)   change a second, separate modifier if said prediction number matches said selected component number;

(f)   if said prediction number does not match said selected component number:

(i)   form at least two number sets based on said prediction number, wherein one of said sets includes the selected component number;

(ii)   enable the player to input a prediction of which formed number set includes the selected component number;

(iii)   display the selected component number to the player; and

(iv)   change a third, separate modifier if the player correctly picked which number set includes the selected component number;

(g)   repeat steps (a) to (f) until each of said component numbers is displayed, wherein for each change of said first modifier, said first modifier is changed regardless of whether said prediction number matches said selected component

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<u>number and regardless of whether the player correctly picked which number set</u> <u>includes the selected component number</u>; and

        (h)   cause an award to be provided to the player, said award based on said first modifier, said second modifier and said third modifier.

Claim 29 (original): The gaming device of Claim 28, wherein said first modifier is increased based on said displayed prediction number.

Claim 30 (original): The gaming device of Claim 28, wherein said second modifier is increased if said prediction number matches said selected component number.

Claim 31 (original): The gaming device of Claim 28, wherein said third modifier is increased if the player correctly picks which formed number set includes the selected component number.

Claim 32 (withdrawn):   A gaming device comprising:

a plurality of symbols;

a display device; and

a processor operable with said display device to select at least one of said plurality of symbols and for each selected symbol to:

        (a)   form a symbol set wherein said symbol set includes said selected symbol;

        (b)   indicate the symbols in the formed symbol set to a player;

        (c)   enable the player to try to pick the selected symbol by picking one of the indicated symbols;

        (d)   display the selected symbol; and

        (e)   provide the player an award based on the selected symbol if the player correctly picked the selected symbol.

Claim 33 (withdrawn):   The gaming device of Claim 32, wherein each award is based on the selected symbol and a modifier.

Claim 34 (withdrawn):   The gaming device of Claim 33, wherein each time the player correctly picks the selected symbol, said award is based on a greater modifier.

Claim 35 (withdrawn):   A gaming device comprising:

a primary wagering game operable upon a wager by a player;

a plurality of symbols;

a triggering event associated with said primary wagering game, wherein after the occurrence of said triggering event at least one of said plurality of symbols is selected and for each selected symbol:

(a)   a symbol set is formed wherein said symbol set includes said selected symbol;

(b)   the symbols in the formed symbol set are indicated to the player;

(c)   the player is enabled to try to pick the selected symbol by picking one of the indicated symbols;

(d)   the selected symbol is displayed; and

(e)   the player is provided an award based on the selected symbol if the player correctly picked the selected symbol.

Claim 36 (withdrawn):   The gaming device of Claim 35, wherein each award is based on the selected symbol and a modifier.

Claim 37 (withdrawn):   The gaming device of Claim 36, wherein each time the player correctly picks the selected symbol, said award is based on a greater modifier.

Claim 38 (withdrawn): A gaming device comprising:

a plurality of symbols;

a display device; and

a processor operable with said display device to select one of said symbols, form a symbol set wherein said symbol set includes said selected symbol, display the symbols in the formed symbol set to the player, enable the player to input a prediction of the selected symbol by picking one of the symbols of the symbol set, indicate the selected symbol and provide the player an award if the player correctly predicted the selected symbol.

Claim 39 (withdrawn): A gaming device comprising:

a primary wagering game operable upon a wager by a player;

a plurality of symbols; and

a triggering event associated with said primary wagering game, wherein after the occurrence of said triggering event one of said symbols is selected, a symbol set is formed wherein said symbol set includes said selected symbol, the symbols in the formed symbol set are displayed to the player, the player is enabled to input a prediction of the selected symbol by picking one of the symbols of the symbol set, the selected symbol is indicated to the player, and the player is provided an award if the player correctly predicted the selected symbol.

Claim 40 (withdrawn):   A method of operating a gaming device, said method comprising the steps of:

(a)   selecting one of a plurality of component symbols;

(b)   generating a prediction symbol;

(c)   displaying said prediction symbol;

(d)   changing a prediction symbol modifier based on said displayed prediction symbol;

(e)   changing a match modifier if said displayed prediction symbol matches said selected component symbol;

(f)   if the generated prediction symbol does not match the selected component symbol:

(i)   forming at least two symbol sets based on the generated prediction symbol, wherein each symbol set includes zero, one or a plurality of symbols and one of the symbol sets includes the selected component symbol;

(ii)   enabling the player to input a prediction of which symbol set includes the selected component symbol;

(iii)   changing a correct prediction modifier if the player correctly predicts the symbol set that includes the selected component symbol;

(iv)   revealing the selected component symbol;

(g)   repeating steps (a) to (f) until each component symbol is revealed; and

(h)   providing the player an award based on said prediction symbol modifier, said match modifier and said correct prediction modifier.

Claim 41 (withdrawn):   The method of Claim 40, wherein at least one of said displayed prediction symbols will match one of the selected component symbols.

Claim 42 (withdrawn):   The method of Claim 40, which includes increasing said prediction symbol modifier based on said displayed prediction symbol.

Claim 43 (withdrawn):   The method of Claim 40, which includes increasing said match modifier if said displayed prediction symbol matches said selected component symbol.

Claim 44 (withdrawn):   The method of Claim 40, which includes increasing said correct prediction modifier if the player correctly predicts the symbol set that includes the selected component symbol.

Claim 45 (withdrawn):   The method of Claim 40, which is provided to the player through a data network.

Claim 46 (withdrawn):   The method of Claim 45, wherein the data network is an internet.

Claim 47 (currently amended): A method of operating a gaming device, including a game, for each play of the game, said method comprising:

(a)   randomly selecting one of a plurality of component symbols;

(b)   generating a prediction symbol;

(c)   causing at least one display device to ~~displaying~~ display said prediction symbol;

(d)   providing an award to a player if the generated prediction symbol matches the selected component symbol, wherein said award is based on said selected component symbol and a modifier;

(e)   if the generated prediction symbol does not match the selected component symbol:

(i)   forming a symbol set based on the generated prediction symbol, wherein said symbol set includes the selected component symbol;

(ii)   causing the at least one display device to ~~displaying~~display said symbol set that includes the selected component symbol;

(iii)   enabling the player to pick one of the symbols from the symbol set which includes the selected component symbol; and

(iv)   providing the player the award if the player's picked symbol is the selected component symbol;

(f)   causing the at least one display device to ~~displaying~~ display the selected component symbol; and

(g)   repeating steps (a) to (f) until each component symbol is displayed, wherein the modifier that each subsequent award is based on is greater than the modifier that each previous award is based on.

Claim 48 (previously presented): The method of Claim 47, wherein at least one of the selected symbols matches one of the selected component symbols.

Claim 49 (original): The method of Claim 47, which is provided to the player through a data network.

Claim 50 (original): The method of Claim 49, wherein the data network is an internet.

Claim 51 (withdrawn): A method of operating a gaming device, said method comprising the steps of:

(a) selecting one of a plurality of symbols;

(b) forming a symbol set wherein said symbol set includes said selected symbol,

(c) indicating the symbols in the formed symbol set to a player,

(d) enabling the player predict the selected symbol by picking one of the indicated symbols,

(e) displaying the selected symbol,

(f) providing the player an award based on the selected symbol if the player correctly picked the selected symbol, and

(g) repeating steps (a) to (f) until a terminating event occurs.

Claim 52 (withdrawn): The method of Claim 51, wherein each award is based on the selected symbol and a modifier.

Claim 53 (withdrawn): The method of Claim 52, wherein each time the player correctly picks the selected symbol, said award is based on a greater modifier.

Claim 54 (withdrawn): The method of Claim 51, which is provided to the player through a data network.

Claim 55 (withdrawn): The method of Claim 54, wherein the data network is an internet.

Claim 56 (withdrawn):   A method of operating a gaming device, said method comprising the steps of:

    (a)   selecting one of a plurality symbols;

    (b)   forming a symbol set wherein said symbol set includes said selected symbol;

    (c)   displaying the symbols in the formed symbol set to the player;

    (d)   enabling the player to predict the selected symbol by picking one of the symbols of the symbol set;

    (e)   indicating the selected symbol; and

    (f)   providing the player an award if the player correctly predicted the selected symbol.